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I, KAY WARD, TEAM LEADER EXAMINATION SUPPORT AND SALES hereby certify that annexed is a true copy of the Provisional specification in connection with Application No. PP 7020 for a patent by SILVERBROOK RESEARCH PTY LTD filed on 09 November 1998.

WITNESS my hand this
Eighteenth day of October 1999

KAY WARD
TEAM LEADER EXAMINATION
SUPPORT AND SALES

AUSTRALIA
Patents Act 1990

PROVISIONAL SPECIFICATION

Applicant(s) :

SILVERBROOK RESEARCH PTY LTD

Invention Title: Image Creation Method and Apparatus (ART73)

The invention is described in the following statement:

IMAGE CREATION METHOD AND APPARATUS (ART 73)

Field of the Invention

The present invention relates to the field of video games and, in particular, discloses a video games
5 system having an integral printer device.

Summary of the Invention

In accordance with a first aspect of the present invention, there is provided a video game console comprising: detachable program storage means for storing an
10 interactive program for execution by the console; processing means for executing the interactive program; a printer unit comprising a paper supply unit and an ink supply unit; a printhead interconnected to the printer unit for printing out images relevant to the interactive program
15 on the paper, utilizing the ink.

The printer unit can be detachable from the video game console and the paper supply unit can be separately detachable from the console. The images are preferably printed out on substantially business card size sheets of
20 paper.

The interactive program can be activate to print out images on the printer at certain predetermined positions in the program.

The printhead can comprise an ink jet printer having a
25 page width array of ink ejection nozzles which eject ink by means of a series of thermal bend actuators.

The detachable programs storage means can comprise a Digital Video Disk of a Compact Disk.

Brief Description of the Drawings

30 Notwithstanding any other forms which may fall within the scope of the present invention, preferred forms of the invention will now be described, by way of example only, with reference to the accompanying drawings in which:

Fig. 1 illustrates a simple perspective of the
35 preferred embodiment, and

Fig. 2 illustrates schematically the computational portions of the preferred embodiment.

Description of Preferred and Other Embodiments

5 In the preferred embodiment, there is provided a video game player which includes an integral printer which is able to print out, on business card size cards, information which enhances the interactivity of the video game.

10 Turning initially to Fig. 1, there is shown a video game console 1 which includes a digital video disk (DVD) Drive 2 which is able to take standard DVD games disks as is likely to become popular in the industry. The console 1 also includes an internal memory and processor unit (not shown) in addition to an input output jack 3 for
15 connecting joy sticks and other interactive devices. The port 3 also includes interconnection for connecting with standard video type devices as is standard in the art. Additionally, the port 3 can provide for an external power source to be interconnected to the console 1.

20 The console 1 further includes a printhead 5 and a paper supply 6 which consists of a container having a series of cards for utilization by the printhead unit 5 for printing out images etc. The printhead 5 and paper container 6 can be snap fitted into the console 1 and can
25 be constructed in accordance with the principles as outlined in Australian Provisional Patent entitled "Image Creation Method and Apparatus (Art 79)" filed herewith by the present applicant, the contents of which are hereby specifically incorporated by a cross reference.

30 Turning now to Fig. 2, there is illustrated schematically, the operational portions of the preferred embodiment which include the DVD player 2 which is interconnected to a high end processor 7 which can be constructed along similar lines to standard high end video
35 game processors 4 or along the lines of that discussed in

PCT Patent Application No. PCT AU98/00544, contents of which are again specifically incorporated by cross reference. The processor in turn utilizes memory 8 to provide for standard video game functions and interacts
5 with a print controller chip 9 which can be structured along the lines as that set out in Australian Provisional Patent Specification entitled "Image Creation Method and Apparatus (Art 77)" also filed concurrently herewith the contents of which are again incorporated by cross
10 reference.

It will be evident to those skilled in the art that the preferred embodiment provides for a video game system having print on demand cards. These cards can be utilized for a number of purposes. Firstly, the video game
15 can, at certain predetermined levels, print out a series of "Bragg Cards". These can provide a high resolution picture which can only be achieved at a certain point in the game. The bragg cards can be personalised with the game players name, score, chosen character, accumulated wealth or
20 objects, photographic likeness where the video game arrangement 1 includes an optional image sensor, photographic likeness mapping onto 3D characters etc. Further, the DVD player can be adapted to play standard DVD movies in addition to providing information from
25 encyclopedias, maps etc. provided by other DVD disks. In this manner, images from DVD movies and information from such DVD repositories can be printed out.

Further, where educational software is provided, the printer can be utilized to print out standard award
30 certificates or diplomas upon reaching various levels. Such a system provides for an ideal incentive for children utilizing the system 1 to become further involved in educational software running on the system. The utilization of the printer 1 also allows parents to monitor
35 children in the utilization of the device through, for

example, the demanding of certain information or diploma
certificates being printed out at various steps before the
device is able to be utilized as a game playing machine.
The arrangement can be synergistic between the game playing
5 and education software where the educational software
prints out a code or clue for utilization by the user in
playing the games. Of course, many other interactive uses
can be provided.

It would be appreciated by a person skilled in the
10 art that numerous variations and/or modifications may be
made to the present invention as shown in the specific
embodiment without departing from the spirit or scope of the
invention as broadly described. The present embodiment is,
therefore, to be considered in all respects to be
15 illustrative and not restrictive.

We Claim:

1. A video game console comprising:
detachable program storage means for storing an
interactive program for execution by said console;
5 processing means for executing said interactive
program;
a printer unit comprising a paper supply unit and
an ink supply unit;
a printhead interconnected to said printer unit
10 for printing out images relevant to said interactive
program on said paper, utilizing said ink.
2. A video game console as claimed in claim 1
wherein said printer unit is detachable from said video
game console.
- 15 3. A video game console as claimed in any previous
claim wherein said paper supply unit is separately
detachable from said console.
4. A video game console as claimed in any previous
claim wherein said images are printed out on substantially
20 business card size sheets of paper.
5. A video game console as claimed in any previous
claim wherein said interactive program is activate to print
out images on said printer at certain predetermined
positions in said program.
- 25 6. A video game console as claimed in any previous
claim wherein said printhead comprises an ink jet printer.
7. A video game console as claimed in claim 6
wherein said ink jet printer comprises a page width array
of ink ejection nozzles which eject ink by means of a
30 series of thermal bend actuators.
8. A video game console as claimed in any previous
claim wherein said detachable programs storage means
comprises a Digital Video Disk of a Compact Disk.

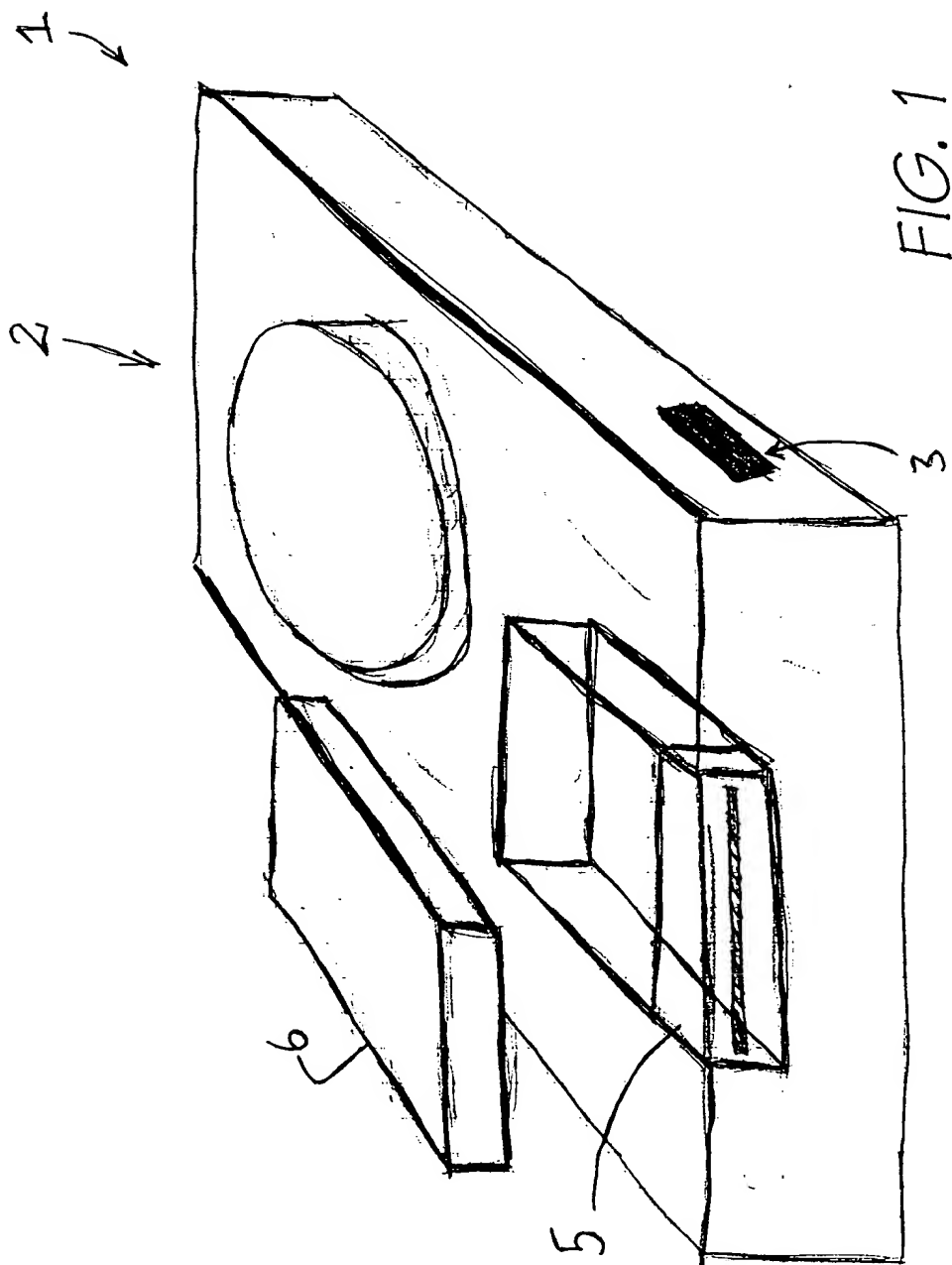


FIG. 1

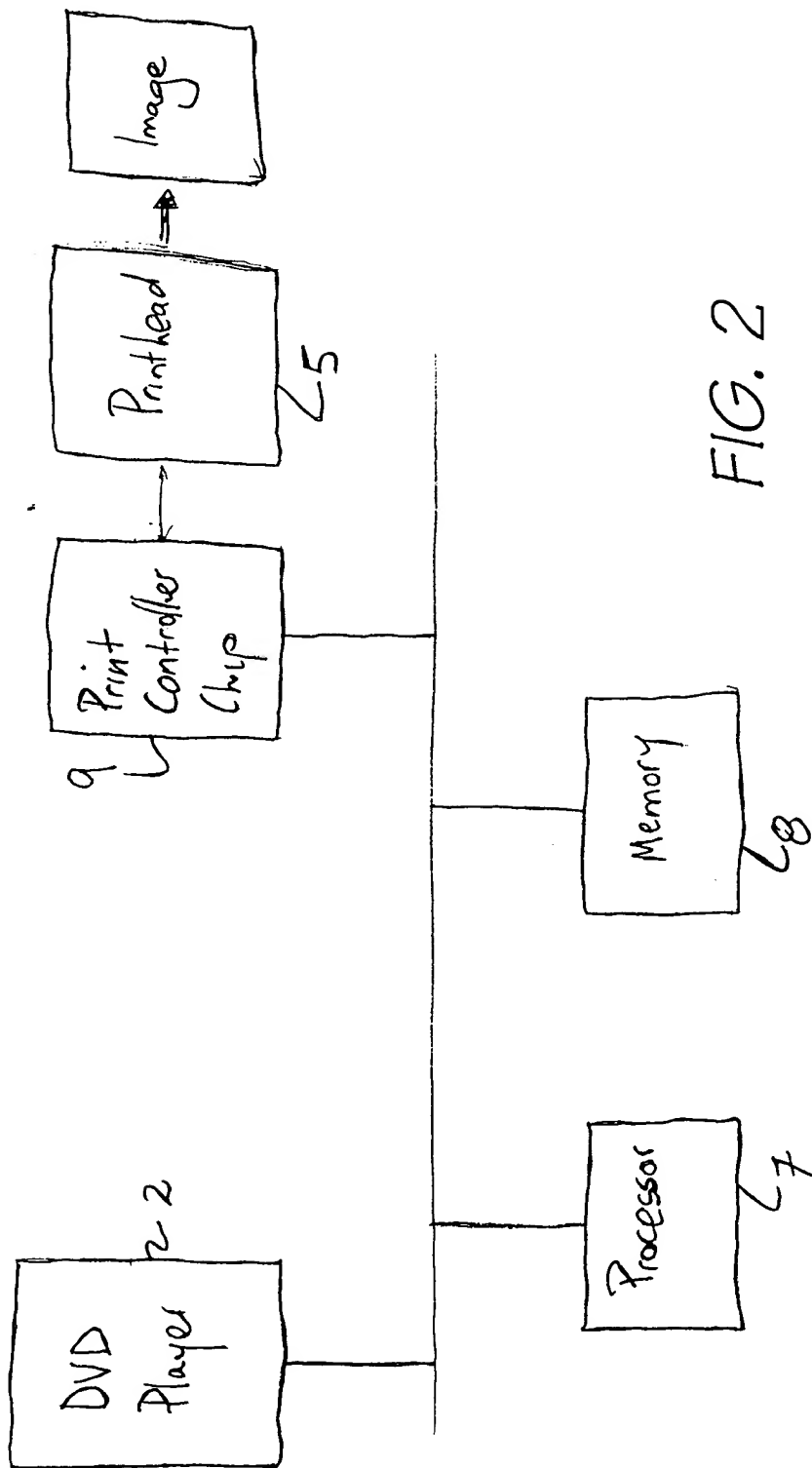


FIG. 2

Abstract

A video game console comprising: detachable program storage means for storing an interactive program for execution by the console; processing means for executing the interactive program; a printer unit comprising a paper supply unit and an ink supply unit; a printhead interconnected to the printer unit for printing out images relevant to the interactive program on the paper, utilizing the ink. The printer unit can be detachable from the video game console. The paper supply unit can be separately detachable from the console.